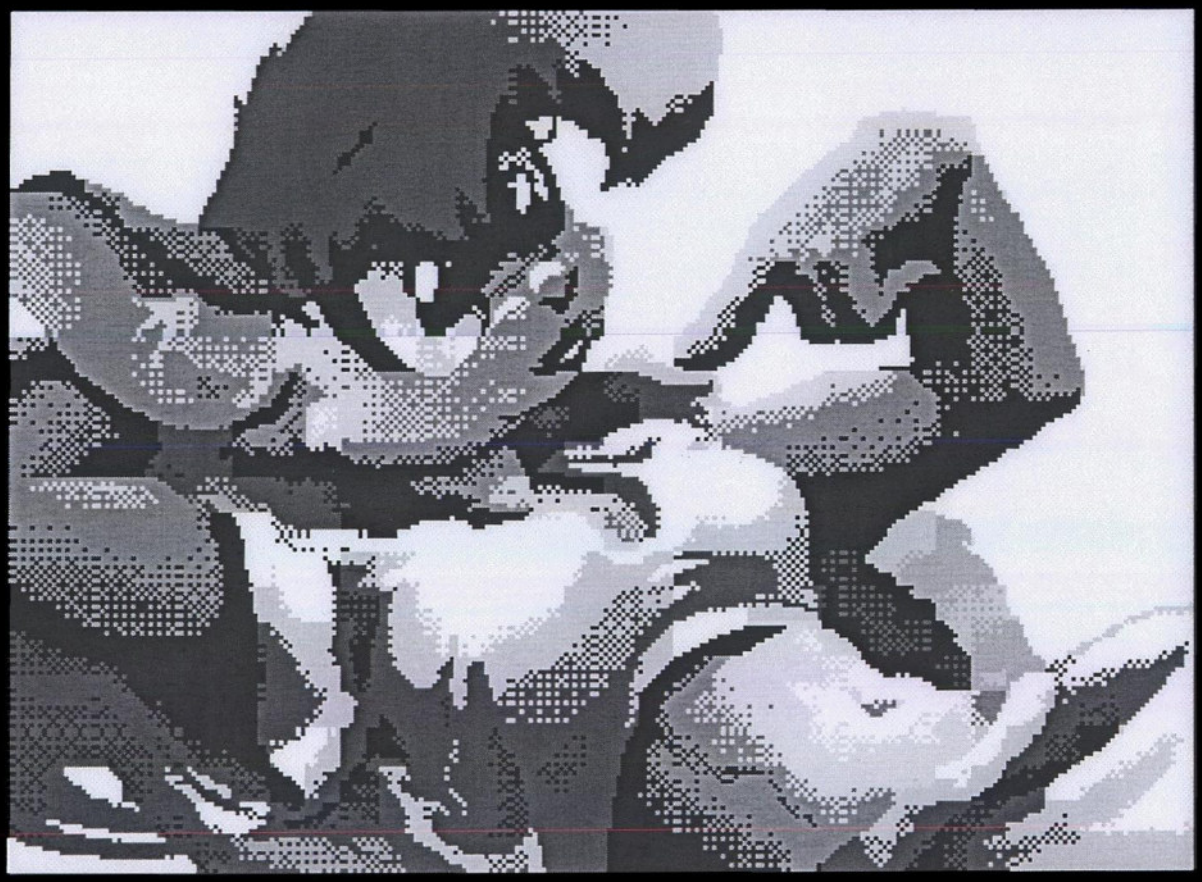
SAM-SESSION

YOUR SPECTRUM - MAGAZIN

Issue 03/2003 (196) May/June 2003



LCD´s sweet ZX-Mouse wishes nice holidays...

Despite Summer Heast: We continue!

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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ASC: http://www.lcd-one.da.ru, e-mail: ms-256-email@gmx.de

How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Price:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 Euro	16,00 Euro
2) SUC-Session Magazine as a PDF-Download	1,50 Euro	8,00 Euro
3) SCENE+ Disk-magazine	2,50 Euro	12,00 Euro
4) SCENE+ on Cassette	3,50 Euro	18,00 Euro
5) SCENE+ as a TAP-Download	1,50 Euro	8,00 Euro
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 Euro	26,00 Euro
7) Combi-packet SUC-Session & SCENE + Tape	5,50 Euro	28,00 Euro

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to:sintech@online.de.Your can pay by Cheque(Euro), Paypal or Bank-transfer.Account Nr.3205069, Sort-code 380 707 24. As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order.

New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0049-711-775033.

Extraction from our pricelist:

New:	
Drive-Set with Floppy, PSU and cable for +3 B:drive or floppy-interface	40,00 •
VIDEO-Modulator (small kit for giving a Comp.Video signal on 48/48+ or +2A/+3	15,00 •
VGA-Box (leitet Video-Signal an PC-Monitor weiter)	49,00 •
IDE-Kit für MB02+ (ask for Harddisks and CD-Roms)	26,00 •
Spectrum +2A, new and in original box, complete	219,00 •
Didaktik Kompakt 48k	154,00 • KS
Diskinterface D80 + Flopppy for Didaktik or Spectrum	111,00 • KS
B-Drive for D80	60,00 • KS
Proface AT Extern (Keyboardi nterface to connect PC-Keyboard)	69,00 • KS
Proface AT intern	62,00 • KS
Melodik AY-Soundbox without case	21,00 • KS
Floppy drive (1860k for MB02, 720k for Opus, 780k f. +D) state type required	24,00 •
Power supply for +2A/B and +3 or for +2 (also 48k und 128k) state type	29,00 •
Floppy cable for 2 drives	4,00 •
Multiface 128 (also works on the 48k)	26,00 •
Multiface +3	46,00 •
Plus 3 cassette cable	9,90 •
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Spectrum +2 Lightpen	36,00 •
Spectrum +3 Lightpen	27,00 •
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+3 drive belt	2,00 •
Keyboard-Sticker for Spectrum / PC-Emulatoren	8,00 •
Keyboard membrane 48k	11,00 •
Keyboard membrane Spectrum +/128k, new Qualität, no aging, UV and heat resistent	21,00 •
4116 Memory IC	2,00 •
4464 Memory IC	3,00 •
Gebraucht:	
Sinclair ZX Spectrum 128k, complete with all cables	129,00 •
Sinclair ZX Spectrum +2, complete with all cables	79,00 •
Sinclair ZX Spectrum +2A, complete with all cables	69,00 •
Sinclair ZX Spectrum +3, built in 3" drive, complete with all cables	99,00 •
Sinclair Spectrum 48k komplett (Gummi), complete with all cables	64,00 •
Sinclair Spectrum 48k + komplett, complete with all cables	64,00 •
+3 Laufwerk (checked)	29,00 •
Interface I	69,00 •
Microdrive	25,00 •
Plus D Clone, without case,with 3,5" Floppy, cable + Power supply	129,00 •
Opus Discovery Diskinterface with 1 x 720k Drive	119,00 •
Joystickinterface 1-Port 3,00 • 2-Port	11,00 •
Joystick (various to choose froml)	2,50 •
Sinclair SJS-Joystick (+2/+3)	6,00 •
Microdrive Cartridges (ex-Software)	3,50 •
3" Disks for Spectrum +3 (ex-Software, 5 in one Pack)	19,00 •

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Preface

Hallo Spectrum-Friends

These days it's not easy to put a Spectrum magazine together. There are certainly enough new developments that are worth writing about but I have to search for and collect nearly all of the information myself. Information about such new developments from readers are rare or just hints and incomplete information, so I was especially happy that some new names have cropped up in this issue by providing articles and in this way really provide me with a lot of support in putting this magazine together. This should motivate everyone to work together, as the more I receive the easier it is for me to make sure that SUC-Session appears on time.

Unfortunately the articles arrived very late so that in June I was completely unable to put a magazine together. Then at last in July came the articles but as I say really too late. If we want to get SUC-Session back into it's correct rhythm then we must all work together so send in those articles as early as possible. Anyone who wants to help but doesn't know quite how, just ask me. I have a complete list of subjects which need to be researched and for which I just can't find the time.

I hope this appeal will have an effect.

Now to SCENE+: You will find there is no contents list in this magazine. The reason is that even the issue we announced in the last magazine isn't available yet. Even worse: Those subscribers who made use of the Combi-Subscription, haven't received either their magazine or cassette as they are sent together. By now it is 3 months late. As it's not possible to say what is coming in the next (or rather the one after next) issue there can't be a table of contents in this magazine. So also here I must ask you to support Mirko: Send him your programs, where possible together with a description. The easier it is for him to put the diskette together the quicker he will complete it.

And now for something completely different: At this time when there is enough stress with the club and work, my wife has decided that it's time to redecorate our living room. As a result I have had to dismantle the stereo and as you would naturally expect I want of course to listen to a CD. But no problem, simply switch on the Speccy, put the CD in the CD-ROM Drive and load the player and away it goes. So I'm thinking that I'm probably the only Spectrum user in the club who can do this... I've been selling the IDE interface for almost 2 years through SINTECH and although I have sold a number I don't know of anyone who has theirs working. Of course you have to put it together yourself and install the software, that takes time. But a question: How often have you spent the whole day with frayed nerves working on a PC Windows problem ? Have you given up ? I expect not. Give your Speccy a little of what your PC operating system demands regularly. Give it some of your time, expand it with super functions such as the IDE interface for the MB02 or the interface described in this issue of the magazine or some of the other super accessories available today which we have described over the issues. Emulators aren't a bad thing but they do cause us to put off bothering to expand our Speccy's, instead we use the hard-disk of our PC. But believe me: It's not the same. A real Spectrum can't be emulated by a PC and if you spend some time working with your real spectrums then you will soon appreciate this.

Talking of emulators: They simply aren't real Spectrums even when they are called 'REAL SPECTRUM'. Mirko can tell you stories about how true this is, it seems to happen regularly that almost complete editions of the SCENE magazine are destroyed by an emulator and days of work are lost. Unfortunately there is no other way for Mirko to produce the magazine unless he obtains a number of different disk interfaces (and extends his home).

So enough for the preface. I hope that you will enjoy getting your hands on this issue and get writing, in spite of the summer holiday, so that the next issue can be just as interesting.

Have fun

Thomas

Readers Letters

Unfortunately the flow of letters has again been rather slow. Never the less as always a small amount has accumulated, but I do have the impression that most Spectrum users prefer at the moment to enjoy the good weather. Who am I to say you shouldn't... but please don't forget that the magazine needs you.

Let's start with an answer from Florian Stadler. I asked him for some details, as in his article about the FOREVER-Demo party he mentioned that something happened with his Intro and here is his answer:

Oh well, the good news is: The public enjoyed it (lots of applause) and it managed to achieve third place.
The bad news is, that the 3rd place was unfortunately then cancelled as it seems my program had received less points than the others (cheek!). OK, it doesn't matter... I will write my next Intro or Demo so that it is guaranteed the first prize!!! (I'm not sure how).

Yes, that's really annoying, Mirko, Christof and I had problems last year with the Forever-Organisation. On the other side it is of course important to remember the Olympic motto "Taking part is everything" and that Austria has been so well represented in recent years speaks volumes for yourself and Leszek. Keep it up the two of you, perhaps I'll even contribute something again.

Stefan Flockemann sent us the following question:
Do you know of a good program I could use to create TZX or TAP files from my originals ?

I've tried with Maketzx but had no success. I'm in the process of copying all of my Speccy games onto Mini-disk, this seems a good alternative between having to wait for the loading process to end and being a fairly modern type of data media.
Stefan

Hello Stefan, there are various emulators for the PC. With Real Spectrum (for example) you can load programs via the sound card and save them as .TAP or .TZX files. I believe it does work though I haven't actually tried it. TAPER does something similar but is a DOS program and at least by me, it crashes regularly. There is a Spectrum program to do the same thing, it's called TAP-CREATOR from OMEGA. I think it only runs on the MB02, though I haven't tried it on other systems. I will try it and it works with other systems we could publish it in SCENE+. But perhaps some of our readers have solved this problem with other software. If so then please let the editor know.

Alex Cox has written with another emulator problem:
Concerning the Spectrum can someone help me with TASWORD? It seems to be impossible to print from it when it's running under an emulator. I would like to ask whether anyone has a solution to this problem.

Hello Alan,
In principle it should be said that the emulator operates on data in the same way as a Spectrum would. If you have a modern ink-jet or laser printer connected to your PC then it's not possible to control it because the Spectrum simply doesn't have a driver for these types of printers.
I'm talking now abut the 'Real Spectrum Emulator'. This offers a small menu using 'ALT + F3' to activate the printer port. Of course you must be emulating a Spectrum with a printer connected. I usually emulate the Opus Discovery which has an integrated printer port. You then need to activate this printer port in Tasword, to do this there are a number of menu's. There could be other ways to do it but I haven't tried them. In any case, using the printer menu you can use 'Real Spectrum' to direct data to the LPT-Port without writing it into a file. In most cases the LPT-Port is not really a good solution because today there is very seldom a dot matrix printer connected to this port and that is what the Spectrum expects. Far better is to write the data to be printed into a file. This creates an ASCII file which can be read by any word processor program. These windows word processing programs all have a print option, you can print using this detour over a file instead of direct to the printer. If anyone has any better ideas then please write to the editor.

Hello,
I've been given a "Sprint Challenge Research-Cassette drive" but I don't know how it works?? I've tried LOAD"" but nothing, it seems it needs something else rather than LOAD""???

Hello Bernd, I think the recorder should work normally with LOAD and SAVE.
It has a special connection to the Spectrum bus which switches off the internal ROM in the Spectrum and overlays it with it's own special ROM which contain the faster load and save routines. Probably the recorder only works with the older 48K Spectrums and not with the 128K, +2 or +3. There is a report about this recorder which you can find at World of Spectrum:

http://www.worldofspectrum.org/hardware/feat43.html
I think the recorder is probably defective that is if you have connected it to a 48K Spectrum and it didn't work with the standard LOAD and SAVE commands.

Robert Siegler is having problems in constructing the ULA-Fixer from the last issue:

- You have to cut the signals A14 and A15 but at which point ?
- Pins 1,3,5 and 6 have to be connected to the address lines from CPU and ULA but again the question, where ?

As there are other components connected to these signals it is not such an unimportant question. Here is the answer from LCD:
So: The signals A14 and 15 should be cut between the ULA and the Z80. Pins 1,3,5 and 6 can be taken from any point but it's probably best to solder them directly to the pins of the chip (or socket).
(Hey, what's this LCD has pinched my 'slanty' print – Ian)
I'm not a technician but I hope this information helps.

Mathew Westcott has sent us an answer to our request on how to solve the 80 file limitation on the +D diskette:
Betados can do this and is compatible with the original DOS. As far as I know you have to format the diskette with FORMAT d1,n where n is the number of tracks which should be reserved for the directory. 1 track means 20 entries so for example FORMAT d1,5 gives 100 entries. You can also do it with UNI-DOS but I'm not certain about the copyright situation with this program.

Hello Mathew, thanks for the tip. Like you I'm also not sure about the legal status of these EPROMS but I'm more worried about the fact that diskettes formatted in this way don't then work with the original DOS. It doesn't help if we create a super disk magazine but which a majority of the readers can't read into their computers. I had hoped for a software solution. There are so many 512Byte and 1K demo's which we just simply can't put on SCENE+ as each of the programs with it's basic loader makes two entries in the directory (at least), this means that when we put 40 programs onto the diskette and each is only 1K then the diskette is full, even though only 10% of the available space has been used. One solution could be to put the Basic-Loader for these mini programs into the main menu or to write a separate control program for these 1K demo's. Who's got an idea... Please contact me.

LCD contacted us with the never ending theme 'Hacker-Alarm' from the last SUC-Session:

... Winzip Beta 9 supports 128 Bit encoding which isn't easy to crack.
http://www.winzip.com/betawz.cgi
I have to admit that I am one of the people who has downloaded the SUC-Session as a PDF file. My excuse is I wanted to find out if Cash0 had really cracked the password or was just bluffing before I alarmed you. Please take this mitigating circumstance into consideration.

And lastly:

The mail address of the author from ZX Rainbow: seejay@t-online.de (It really wasn't that difficult to find).
LCD

Hello LCD, the problem with the encoding has been solved. I always knew that there would be a hacker somewhere who would succeed in opening the SUC-Session without the password. It's just I didn't know how simple it was and I didn't expect it from the Spectrum community. Anyway in the end perhaps it has helped to get SUC-Session known to a wider audience and will result in a number of official new subscriptions. The new protection is probably not safe from a Profi-Hacker but at least it's no longer so easy to download the SUC-Session, free of charge.
By the way: I'm not angry if someone gives the password to a friend so that he/she can take a look at the magazine. That's really just advertising. Only when the password is made public in an open Forum, then I am not happy. Then when I'm attacked because I didn't provide better protection then I'm even less enamoured. As to SEEJAY: well I've discovered that behind this name hides someone who used to be a reader. Despite many years of membership in the Spectrum-User-Club he kept this alibi secret from us.

Lothar Ebelshäuser has some comments to our sister magazine SCENE+. As this magazine doesn't have a readers corner naturally we are printing it here:
Hello Thomas, yesterday, I receive the new SCENE+ diskette and in my opinion it is really really super. I loved it from beginning to end and I especially want to comment on the games and the music.
Here we see once again just what is possible with the Spectrum. Though I do have just a small criticism. In the menu where you can select for example Demo's, Intro's etc.the moving selection bar is rather a weak colour. The choice of another colour would make it easier to see. On the diskette Mirko writes that he is always looking for programs. Question: Are you looking for any particular programs or anything which is good. I'm sure I own some Spectrum programs which many have never seen. Especially programs from early English magazines which I typed in. If Mirko wants some of them, no problem. But to end, real praise for this super diskette. Lots of greetings from the Eifel.
Lothar

Hello Lothar,
Under all this praise I can see Mirko's chest puffing out with pride. Perhaps this will encourage him to be more punctual (a few little digs won't hurt – he needs them). I can say that in principle Mirko doesn't select any particular programs, much more it should be the readers who decide the contents. So if you or anyone else has something which is interesting then simply send it to Mirko and he will include it in the next issue.
It doesn't even have to be 'super good', it could just demonstrate an interesting technique, or idea etc. You have made a start by sending two diskettes, keep it up.

Martijn van der Heide has written about our last issue:
Hi Thomas,

1. Under 'Stars on the Internet' (Page 13) you mention the site of SeeJay. SeeJay is the pseudonym from 'Claus Jahn' ("C.J.") and I'm surprised that you don't know

him. He put a lot into the Spectrum scene over many years. However he did leave the scene many years ago and has only recently resurfaced. ZX Rainbow is a well known databank of his and it's listed on the World of Spectrum site (Utilities section). He's working at the moment on the new version 'ZX Rainbow SE' and a replacement for his cool editor 'ZX Edit' (under utilities->Other on WOS).

2. Phil Kendall is certainly no criminal in any form and I distance myself from any such comments. He is a major supporter of the Spectrum-scene and the organiser of the 'Spectrum FAQ' for many years as well as a number of other projects, including his free emulator project 'FUSE'.
   All he said was that which you had also mentioned (something like: anyone who uses a system with known weakness has earned nothing better than that it should fail). I don't agree with him, in the way he said it, but it's an exaggeration to call him a criminal and not warranted.
   He is one of my biggest supporters on the Copyright-Project and a part of my permanent team on WOS and knows a lot about copyright laws. I'm certain he doesn't want everything to be free he is simply very critical when it comes to security and copyright (as I am myself as my real job is as a security officer), but that's all.
   Please correct your comments about him, as I feel very bad about it and don't want such comments on my server.

Greetings
Martijn

Hello Martjn,
Of course I know Claus Jahn, even if not personally, that he was behind the pseudonym SeeJay I could have guessed but in reality I didn't know for sure. That's probably because I don't spend much time with PC-Utilities even when they are useful for the Spectrum. Programmers of utilities on the Spectrum know them all (at least the current ones).
As to the story with Phil Kendall, I think you are exaggerating a bit. No-one called him a criminal and certainly not in this magazine. When Phil wants to say something then he should do it in the appropriate forum. We can take criticism, this doesn't mean I will accept being insulted. He had called me personally an 'idiot' that's not nice form. But in the magazine there is no space for "mini wars". However I don't see any comments which need correcting as in the text there was nothing that was false, the truth was simply repeated.

Carsten Graage was rather frustrated when he tried to download the last SUC-Session:
Hi, it's happened again, the passwords for the ZIP-File (unpacked with WINRAR 3.1) as well as for the password protected area, don't work. Unfortunately this isn't the first time. This makes each issue to a time consuming drama. And I simply wanted to relax with a copy of the new SUC-Session. ;-)

Clearly, annoying, it's frustrating, when something doesn't work immediately and doesn't contribute much to relaxation. All of these problems because we have to encode SUC-Session and it keeps getting more complicated. But the password for the

ZIP file was correct, so it must have been an input problem. It's best to copy the password from my mail and paste it into WINRAR.
As for the password protected area, here there really was a fault... but the password won't be changed very often.
I will try in future to be more careful. Still it seems that I sometimes have to do something wrong to get a small reaction from some of our readers... (Hey, - I'm allowed a little dig...).

Manfred Döring has discovered a mistake:
Hello Thomas! Didn't anyone notice or were the others thinking too: Most of them will send a letter or? In SUC 1/2003 Page 24 Erik spoke about an AND gate and of the 74LS08. As far as it goes OK but to get an inverter you need a NAND or a NOR. If you only want one then you can use an inverter chip. It's not possible to build an inverter from an AND, what enters the gate, leaves the gate without any change. What you really need is though beyond my knowledge.
Greetings Manfred Döring

Hmm, has someone simply forgotten the "N" and made an "AND" from a "NAND" ? I'm not sure, perhaps I made a typing mistake while translating it. I don't have the internet address for the original article anymore and so I can't solve the puzzle. Perhaps one of our readers knows the answer ? ***(According to the Texas instruments TTL book the 74LS08 is indeed a chip containing AND gates and not NAND and so as Manfred says cannot be used as an inverter, used like this it simply buffers the signal lines. To invert the signals a 74LS00 or 74LS04 would be more appropriate – Ian)***

Guido Schell has a suggestion to improve our website:
... put the newest issue at the top on the website instead of at the bottom. In other words reverse the order.

I'd like to open the subject to discussion at this point. I hadn't done as you suggest because the oldest issue is the one we offer for free download, to give anyone who is interested a look at our magazine. Especially for the 'Not yet readers' who find our website but don't know their way around it, I wanted their first view to be the 'free download'. But as I say it's open to discussion and if enough people agree with you then changing the order is no problem. I could still put in a button for the 'Free Issue' and put it at the top.

But now once again a Speccy subject:
Hello, please excuse me but I would really like some information. I have a Spectrum +3 and an extra 3.5inch drive. After I format a diskette the computer tells me that it is damaged (... missing mark). Is that because I am using 1.44MB diskettes? Is it necessary to use 720KB diskettes. If this so, where can I get these diskettes.
Many greetings, Antonio L. Paolilli

Hallo Antonio, the diskette drive for the +3 uses DD diskettes. And they are indeed difficult to find. There is a trick which will let you use HD-Diskettes: You close the HD-hole in the top left hand part of the diskette by putting some sticky tape (non see through) over it (It is opposite the write protect). This causes the drive to recognise the diskette as a DD-Diskette and it works. There are those who say that in spite of

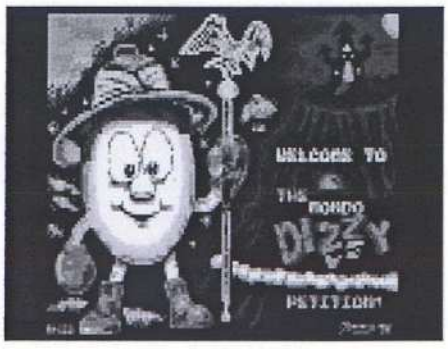
this DD-Diskettes are better and this is almost certainly true but I don't know of anyone who has had problems with this trick.

Christof Odenthal is not only busy sending us news from the Internet he also write letters to us (message to all: follow his example):
Hi Thomas, the returning of magazines by the Post, that's really stupid, someone really does have time to waste, in that he can read every article in the club magazine! Hihi perhaps a secret Speccy fan? What's that popular expression: POST= Personen Ohne Sinnvolle Tätigkeit (people with no useful employment)... When they read the magazine in such detail then they should have to pay for it.
I also knew how to crack the Zip-passwords, it's not a very complicated algorithm. Perhaps using longer passwords would improve the protection (still, you seem to have found another solution). I expect there were in the past a number of pirate readers but they (in their own interest) kept quiet about it. Really annoying, still you have brought it to an end.

Hallo Christof, yes, the post must really have invested a lot of time in order to find this one offer which I accidentally included. Whether it was worth it for them? I simply sent the magazines again without any additional postage...that worked.
As for the Zip-passwords, I think everything has been said. I hope that our pirate readers so enjoyed the magazine that they will send a subscription. Maybe we should put an issue on the exchange systems such as KAZAA and EDONKEY then it will spread everywhere and in that issue can be a pointer as to where they can get further issues. Hey.... What is our Marketing Manager doing?

News in Brief

DIZZY-Petition
Dizzy was the hero of the 8 bit computers way back in the 90's. Since then Codemasters has continued to hold the copyright to our eggy-hero but has shown no interest in continuing the series on other systems. In the modern days of 3D there is no place for a 2D-Dizzy adventure.
Tommy Pereira wants to change all that and has created an internet page calling for people per mouse click to add their voice to a petition calling for a new Dizzy adventure. So if you want to reawaken our Spectrum hero then you have better get on surfing down to:
http://dizzypetition.members.easyspace.com/
Source: Tommy Pereira



News in Brief

Spectrum – Second best

In a census carried out by the magazine „Micro-Mart" in Great Britain the Spectrum managed to achieve the position of 'second best computer' of all time immediately behind the Amiga. Both computers had already survived a previous round and the choice was between the Amiga and the Spectrum, which unfortunately was very clearly won by the Amiga (shame). Never the less a success which shows that the Spectrum still has lots of friends who are fascinated by the possibilities of this little computer.
Source: Yerzmyey/Micro-Mart

ANTIQUE TOY 2002

The results of this party are now available. Anyone could take part via the Internet which is why the winners come from many different countries:

- Mainstream music compo -

No	Title	Author	Sum
01	Raccoonerie	Gasman/Hooy/R. Arse	242
02	Beside impress.	C-jeff/Green Bit Group	231
03	Forgive me	Fatal Snipe/Fen0men	211
04	Das Problem	key-jee/triebkraft	208
05	A Toy	Yerzmyey/Hooy Prog.	206
06	Chaos'n'Order	key-jee/tbk/bl.lord/lfg	196
06	Inbetween remix	Weirdo/Dimon/Licos...	196
07	burning planets	risk/oca	179
08	Improvisation #13	Ivan Roshin	157
09	KUPNU4 HA ro	alone coder/inv.anarch.	141
10	Railway Express	Vega/ex-Style	140
11	The Farm	Troll/Brothers	110

- Progressive music compo -

No	Title	Author	Sum
01	antique toy prez.	C-jeff/n1k-o	222
02	HalfTrance	key-jee/tbk, siril/4d	208
03	Basis Recrus	Fatal Snipe/Fen0men	200
04	„¥«ìä¨-ë ¯«ë¢ã...	Gloomer/J!ZzZ	194
05	Sublimatic Auto.	Moran/CPU	185
06	Thy Dreams	Miguel/CPU	182
07	Noizy Dream	key-jee/triebkraft	181
08	Transplontation	C-jeff/GBG	180
09	BAROQUE	Yerzmyey/Hooy	160
09	Vicious circle	Lepa/SCG	160
10	AY unl.: the BIG.	alone coder/i.a.	133
11	Groundscape soul	keyser soze/CoM	130
12	Ambientalence	Weirdo/Licos	85
13	SkIEs iN rAVe:...	duktine/Zeitnot	82

- Cover music compo -

No	Title	Author	Sum
01	Amause Voxon	C-jeff/GreenBitGroup	249
02	make-up f. Mig29	n1k-o/bogee	231
03	Dark Fusion Rmix	Fatal Snipe/Fen0men	182

- Traditional graphics compo -

No	Title	Author	Sum
01	BlowHoooo	Deadie/Hor.Soft/CPU	294
02	ot_baldy	NEWART/n-Discov.	242
03	Dark Castle	Hedgehog/Nightm.Cr.	227
03	dee	Relict/Phantasy	227
04	netSlov	Ray_Noa/Mayhem	197
05	Lightin	keyser soze/Col.Magic	196
06	The Dang. temp.	roboNIX	139
07	Mig 29	DesKV	89

- Alternative graphics compo -

No	Title	Author	Sum
01	SPIDER-MAN	Yerzmyey/Hooy	210
02	ª®â¨-ª	Alone Coder/Invaders	141

- Logo graphics compo -

No	Title	Author	Sum
01	meesls	Relict/Phantasy	203

Quelle: Yerymyey

News in Brief

Atari-Rebirth
The French game company 'INFOGRAMES' (known for example for North and South) have bought the rights to the name of a computer pioneer 'ATARI'. The company will as a result change it's name and in future appear in the marketplace under the new name ATARI. They hope that this name will, as it's well know and respected give them a good image in the market place. However nothing has really changed and INFOGRAMES will continue to produce games for the PC/Console systems.
Source: Christof Odenthal/Heise Verlag

‚LITE' – version of BMP2SCR
LCD, the author of BMP2SCR and BMP2SCR Pro has plans for a further version: BMP2SCR Exp. There is also expected to be a 'LITE' version for the less powerful computers. The question is, whether there is enough interest. There should be at least 50 people interested in this 'Freeware' to make it worthwhile developing. Anyone who is interested should write to: olcd.one@chello.at. More details can be found on the Internet under http://lcd-one.da.ru.
Source: Yerzmyey

BMP2SCR Pro 2.00c (final beta)
LCD has published a new Beta-version of his BMP2SCR Pro. Graphic fans should go quickly and download it at: http://lcd-one.da.ru/
Source: LCD

Z-FEST
Z-Fest was once again a great success. And very new something super, a DBASE II for CP/M was demonstrated. In principle this software should also run on the +3 under CPM. At the moment everything is still in the development stage but we hope this software will be available soon.
Source: Dirk Berghöfer

Warning of Dialer-programs
This is not a warning for the Spectrum, but rather for the Internet surfers. There are already modern dialer programs which swop all of the provider numbers for the internet with expensive 0190 numbers. The whole thing happens in the background. That is you think you are dialing your standard internet telephone number but in reality it is the 0190 number which is being dialled. According to Network Associates the dialer changes the name of the file rasapi32.dll in the System32 Windows directory into rasapi32.ocx and then create the files rasapi32.dll, winvm32.exe and rasapi.log and a registry key. Winvm32 is automatically started at system start-up. Anyone who finds these files on his computer should manually deinstall them. The file rasapi32.dll should be renamed (ex. rasapi.tmp) and rasapi.ocx renamed to rasapi.dll. At the same time the file winvm32.exe should be removed from the system32 directory but not deleted. If there is a court case to decide whether you should pay it is important to be able to prove that these files were on your computer without your knowledge.

(This refers to the legal position in Germany and may be different in other countries – Ian)

Source: Christof Odenthal

News in Kürze

SPANISH SPECTRUM MAGAZINE
It's now possible to find a Spanish Spectrum magazine on the internet. It's said to be really interesting with areas for Games, Hardware and BASIC listings. Unfortunately I don't speak Spanish but for anyone who can read it:
: http://www.speccy.org/magazinezx/

USB-Interface
ZxUSB is an attempt to produce a functioning USB controller for the Spectrum.
The project is complete but at the moment there is no software support for it. We hope that it will just be a question of time. The instructions for building it can be found at:
http://8bitorbust.info/sinclair/spectrum/hardware/zxUSB/RELEASE1.0/

NOT A COMPLETELY NEW BALL GAME
Paul E. Collins has put together a new version of the classic "Whole new ball game" from Pete Cook, for the PC. The newest version has just been made available and can be download at: http://CL4.org/comp/games/

SPECTROLOGY IN WITTENBERG

Hello Spectrum friends from near and far.

After spending some time counting with the help of my fingers and toes it seems that this years Spectrum-meet in Wittenberg will be the 5th.

Date: 13 and 14 September 2003

It will take place in the rooms of the 'Kulturbund e.V. in Wittenburg and that's in the Schulstrasse 68.

Route: Wittenberg is in Sachsen-Anhalt at the crossing point of the B2 and B187 on the river Elbe. Most participants will arrive via the Motorway number 9 and will take exit nr. 8 – Coswig for the B187, after leaving the motorway turn right to go through Coswig and Griebo to Witttenberg (about 15KM – nearly 10 Miles). After you pass the sign announcing the name of the town it's about 4KM – about 2.5 miles) to the point where you cross the twin track railway line, after this take a left at the second set of traffic lights onto the B2 in the direction of Potsdam (After you cross the railway line get into the left hand lane). Then on the main street (about 1.5KM – 1Mile) you will see an ARAL garage on the left hand side. Continue to the next traffic lights and then turn right onto 'Annendorfer Strasse'. Continue down to the second set of traffic lights and go left into the 'Schulstrasse'. This goes slightly uphill for about 500 metres and at the top on the right hand side is a two storey building with a sign in yellow with black writing saying 'Kulturbund e.V.'. And you are there. The entrance is in the direction you are driving at the back. If you are coming with the train then go to 'Wittenberg-Haupbahnhof (Main Station) on the line Halle/Leipzig to Berlin and take a taxi from there (about 5 Euro's – 3.35pounds) as it's about 3KM if your walking.

As in the past I am taking reservations for rooms.
Until we see each other again soon.
Norbert Opitz

(ED: This meeting has become the main meeting in Germany. Last time it was even difficult to find a place where to put my Speccy on. As earlier you get there, as better are the chances you get a table. Usually the meeting begins at 10.00 o´clock am, maybe earlier. For questions and room-reservations contact Norbert:
Norbert Opitz, J.F. Böttger Str. 7, 06886 Lutherstadt-Wittenberg. Tel. 03491/401573.
During the week call not before 4.00 o´clock p.m.
or e-Mail: NorbertOpitz.Wittenberg@t-online.de)

YABUS.ZX Spectrum Interface

Hello Spectrum User!
So I've just finished my first test of the YABUS.ZX interface.

But what is YABUS.ZX? It's a small interface which is plugged into the Spectrum bus and provides the Spectrum with two new bus ports.

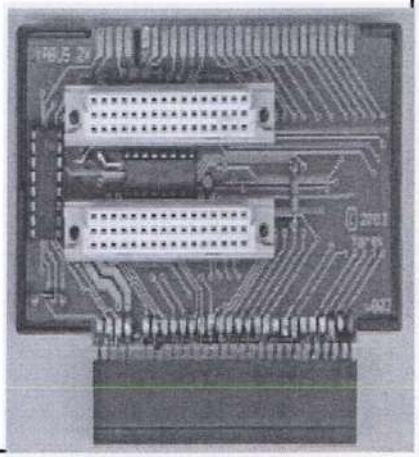
Anyone who has tried to connected more than one interface to the Spectrum knows the problem. Either one of the interfaces has to copy the Spectrum bus to it's rear so that a second interface can be connected to it or you have to unplug one interface to connect the other. Some of the connectors weren't perfect and so it was often a matter of experimentation to get the interface correctly connected and working.

Now if you have the YABUS.ZX that has all changed. Now it's simple, you can plug and unplug interfaces at will (of course remembering to switch off the Spectrum first).

I don't know if you have ever tried to build your own interface. Perhaps an 8255 controller or an AY-Sound interface, or maybe even something more complicated. My experience has taught me that there are two important problems to be taken care of:

- How is the interface going to be connected to the bus
- How to connect an interface which doesn't replicate the bus ex. The Plus D Diskette interface.

YABUS:ZX provides an instant solution to these problems. It replicates the bus and it's easy to get to the YABUS-connector because it's mounted on the top of the interface. But more, with this connection it's possible to use a universal circuit board with a copper layer to build something and connect it. It works even without the copper layer on the board, it's enough for it to have the necessary connections and holes for the components.



To describe it more simply I'll show how I use it with a module called YAMOD.

So back to my test. A few years ago I built a prototype YABUS for my SAM COUPE. To get some enjoyment from it I build a module called YAMOD which included an AY-3-8910 sound chip. It worked and could be used to play music. Now I've connected the YAMOD to the new YABUS.ZX. It was recognised correctly and works.

With that I come to a special feature of the YABUS. It's hardware independent. So you can use something like the YAMOD on a number of different computers, so long as they are based on the Z80 CPU. Computers such as the ZX Spectrum, Timex FDD 3000, Sam, MSX, CPC.

This is not always sensible but it's important to know that it's possible. I've haven't tried it with computers which use any other processor, though it's theoretically possible (I'd like to try it on an AMIGA...).
Both the YABUS and most YAMODs are very simple and also cheap. I've already prepared a number of different modules and others are still in development.
These are:

- YAMOD.ATBUS-IDE Multiplexer (for Hard-disks, CD-Drives, CF cards etc.)
- YAMOD.EPROG – Really an EPROM-programmer but in practice a universal parallel interface (30 bits)
- YAMOD.ZXINPUT – Ports for a PC keyboard and mouse (works like the Kempston mouse or Sam mouse). Can generate interrupts on each screen line as on the SAM.
- YAMOD.KMOUSE – Means a Kempston mouse. Needs an Amiga-mouse.
- YAMOD.FDC765A – Floppy interface. Works in two modes, Spectrum +3 compatible and ISA (same as connecting an ISA Multi I/O card)
- YAMOD.AY – Sound interface. With extra options and the possibility to include an 8KB EEPROM which is used by ZXVGS.
- YAMOD.EPLIP – Not finished yet but it is a fast parallel interface with a FIFO buffer.
- YAMOD.8250 – Serial interface (as on a PC) ZXVGS can recognise a mouse connected to this port (I know because I have a prototype in my SAM COUPE).
- YAMOD.8211 – PC Printer Interface
- YAMOD.PCMOUSE – Simple RS232 interface for a PC mouse with 1200bps or 19200bps.
- YAMOD.SIO – for Radio Amateurs. Turns the computer into a TNC (Terminal note controller). You just have to add a BayCom modem (Nor really for the Spectrum but...)
- YAMOD.ETHERNET – Probably a bit expensive but there is a module at (http://www.embeddedethernet.com/) which can work without a PC.

More information can be found at:
http://zx.yarek.com/zx/dYABUS-en.html
http://nautilus.torch.net.pl/~yarek/zx/dYABUS-en.html
http://home.yarek.com/zx/dYABUS-en.html

I'm selling the two interfaces which are ready as complete units or as kits and I guarantee to provide instructions and pictures in HTML format.
Of course YAMOD's will be supported by the ZXVGS operating system.

So what do you think of the YABUS-Interface. Anyone who wants to try one should order it. If you have a number of Spectrums then of course it is recommended to use a number of YABUS.ZX.'s

All questions can be sent to at zx@yarek.com
Yarek Adamski

Editors Comments: To tell you the truth I've not really understood everything that I have translated here into German. Is it a dream or reality. In any case I want to warn anyone who believes there will now be a flood of interfaces. Yarek is unlikely to set up a professional production line but he will develop many things and publish the plans. So that anyone who has the competence can build them. The question of whether YABUS.ZX would work with the MB02 couldn't be answered by the author. The MB02 takes over the bus and doesn't usually tolerate any other interface between it and the Spectrum. But you never know.
Te
Translators comment: Well I've just translated Thomas's German translation back into English and if he didn't understand all that he translated I hate to think what my translation looks like. It's probably like the famous phrase 'Send reinforcements we are going to advance' being corrupted to 'send three and fourpence we are going to a dance' or the other famous translation from English to German and back again where 'input/output ports' became 'sail in/sail out harbour' or something similar... anyway check out the web sites it looks interesting –Ian

Always trouble with the Post - Part 2

So after the trouble with the post which I spoke about in the last issue has been left to smoke for a while, we now have the next hammer blow and this time it has hit Mirko.

As those of you who receive the diskette version of SCENE+ know, Mirko sends the diskettes in especially small envelopes which just fit the diskette so that they cannot move around inside the envelope and be damaged.
Now the post is not in the least interested in this and they have returned a number of postings because the size of the envelope is smaller than that officially allowed and it's true if you look at the exact regulations a standard letter should as a minimum be 140x90mm and Mirko's letters are only 100x100mm.
It is well known that in other countries jokes are made about 'German exactitude' and with the German post it is most certainly valid, especially when it concerns not doing something. But it seems even here there are exceptions:
Mirko's Post office were of the opinion that returning the letters was ridiculous, fortunately there were only 4 returned and they simply sent them out again and this time they arrived at their destinations without problem. Though it must be said it was employees of a private post agency which transported the letters in this customer friendly way and not civil servants of the post office.
One thing is sure: as soon as the monopoly which the post has on sending letters ends... I will be looking for another way to send SUC-Session and SCENE+.
Te

LAST NEWS:

Just in Brief: This years Spectrumania in Stuttgart will take place on 14-16th November. Place ist the same like last time. Further information in the next issue.

COLOGNE AREA SPC - GET TOGETHER

Hello to all SUC-Session readers.
How often have your heard: "yes, if only we could have a club meeting near to Cologne again – then I'd be there" (*English readers have probably said this less than the others – Ian)*. Well, here it is, not directly in Cologne but only about 40KM south of Cologne and it's together with the Joyce User AG and it's on the 4th October 2003 (*It's good for me so maybe see you there – Ian).*

Programme:
We want to maintain the club tradition which means we will have no fixed programme. Entry is free – but anyone who wants to can put something into our donation box. Any computers which have been brought along can be set up as from 9AM in the main room of the hotel 'Im Hagen'. Club life starts at 10AM and will go on until 6PM and at around 1PM there is the possibility for us to eat lunch together in the Hotel.

Route to the club meet:
With a car:... you look on the map for the A3 motorway (Cologne-Frankfurt) and follow it until you reach exit 'Siebengebirge/Königswinter'. If you are coming from the Cologne direction you need to turn right after exiting the motorway, if you came from Frankfurt then it's left. At the third traffic light (Margarenthenhöhe) go to the right (Ölbergringweg); this little street on the edge of the wood leads you, after about 1200 Metres (3/4 of a mile) to the hotel – don't get confused, you have to drive a part of the way through the wood (when you get to the 'Waldparkplatz' turn left)... Anyone who would like to be collected from the railway station (Königswinter) should contact Joerg Schaefer of the Joyce User-AG on 0049-511-3971559 well before the date of the meeting.
You can find more information under http://www.joyce.de/ag/klubtreffen.htm

Now, hoping you will keep your word ;-)
I would like to ask you to provide me with the following answers:

( ) Yes, I am definitely coming to Ittenbach
( ) I would love to come if I could get a lift
( ) I would love to come but am not sure if I can manage this date
( ) I will not be coming to Ittenbach

For those that are coming:
( ) I need overnight accommodation
( ) I don't need overnight accommodation

Please send you answers to:Wolfgang Haller
Dabringhauser Str. 141
51069 Cologne
Germany
0049-221-6803310
womoteam@t-online.de

Now I'm waiting on hot coals....
Greetings

Wolfgang

Hardware-Corner

ZX Spectrum with TV Sound

Hello Thomas,
I thought I would provide some input to the subject of the TV sound from English versions of the ZX not being heard on continental televisions:

The Spectrum 128 and later versions generate a standard TV sound signal in that they frequency modulate it and mix it in the encoder TEA 2000 with the video signal. It's not possible to transfer the Sound (30Hz-15KHz) and the video signal (0-5Mhz) over the same cable as they would interfere with each other. The MC1376 (VCO) is used as an FM modulator, and the audio signal controls the frequency of the audio carrier signal created by the MC1376 via Pin 5. As the video signal uses all of the frequency band between 0 and 5Mhz the carrier has to be outside of this range and in Europe it is 5.5Mhz and this is generated as I mentioned by the MC1376. The exact frequency is controlled by a tuned circuit consisting of a coil and a capacitor. With some of the newer versions of the Spectrum it is controlled by a ceramic resonator.
In England they have a slightly different standard for their TV system and of course the ZX Spectrum is set up for this standard. They use a slightly wider video signal 0 to 5.5Mhz and so set the sound carrier frequency at 6Mhz. So if someone wants to hear the sound from an English Spectrum on a non-English TV then it is necessary to make some internal modifications to reduce the sound carrier frequency from 6Mhz to 5.5Mhz.
In the versions which use a coil and capacitor to determine the frequency (Spectrum 128 and +2) it's necessary adjust the ferrite core of the coil and add a small capacitor with a value between 22 and 47pf (between pin 1 and 7) which increases the capacity in the tuned circuit. The adjustment of the ferrite core in the coil to 5.5Mhz is done while listening for the sound and adjusting for the best sound quality on the TV receiver. Also take a look at the reports for the MB02, Second part Spectrum+2 from SUC-Session of May-June 2001, page 9 which was written by Ingo Truppel especially the part concerned with 'removing sound interference'.
Necessary components:

	MC1376	Coil + C	Resonator
Spectum 128	IC38	L4	—
Spectrum+2	IC11	L5	—
Spectrum +2A/B,+3	IC10	—	X200

As far as I know there is no way to correct the frequency of models using the ceramic resonator. In other words the 6Mhz resonator must be replaced with a 5.5Mhz one. (perhaps someone knows where you can get them from) or it must be replaced with a suitable coil of about 10uH and capacitor with a value of around 100pf.
The very last ZX Spectrums 'Made in China' don't have the MC1376. For example the ZX +2B issue 4 from 1980.

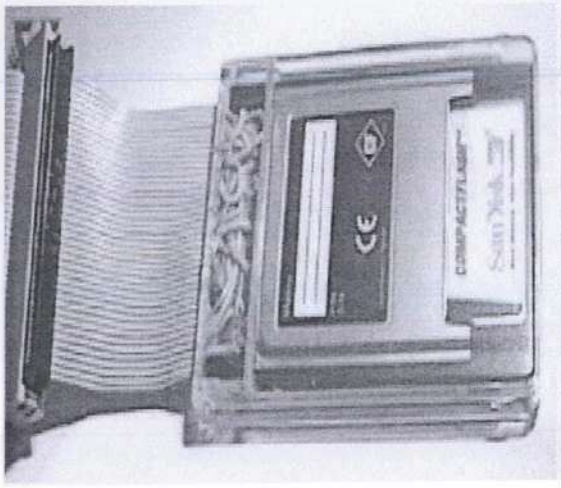
I'd like to mention one other topic and that is the exchange of information.
The club and the magazine survive on the basis of exchanging information between users. But when this is via the magazine there is a problem in that the question is asked in one issue and can't be answered until the next issue. Isn't it possible to create in

addition a forum where it would be possible to ask a quick question and get a rapid answer and which could be used by all.

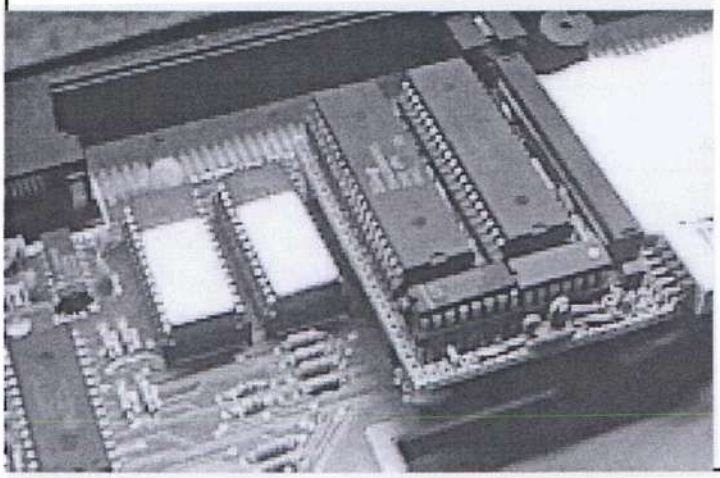
Greetings
Manfred

ZX Spectrum with a Compact Flash Card Memory

Compact Flash Cards are characterised by very fast data transfer, flexibility and reliability. The data is retained even when the power is removed. It can be rewritten any number of times and is resistant against shock and vibration. The operation of the card is completely silent because it contains no moving parts. This makes the CF Card an ideal storage medium for the ZX Spectrum. The larger capacity cards can be used for mass storage and the smaller ones are best suited to be working memory or perhaps for data exchange.



For the ZX +2A/+3 it's necessary to build an internal 16 bit IDE adapter for the connection of the CF cards. It simply replaces the CPU in it's socket and the CF card is connected to the interface via a 40 pin flat cable just like a Hard-Disk. The CF Card being temporarily mounted in a modified PCMCIA-CF-Adapter, or a better solution is the ZXATASP adapter (Lp:IDE2CFv1-825-R.brd with CF-Card-Header). This little Lp can be mounted in a suitable place in the Spectrum so that the card can be swopped through a slot (45x4mm) in the casing. The basic for this circuit is the ZXATASP-IF Vers. 2.0 as developed by Sami Vehmaa. In this solution the RAM is left out and the Reset circuit is modified. The two EPROM's need to have the Software from Gary Lancaster (p3e112en-zxa.zip) which has the extended +3DOS instruction set. Those Spectrum fans who in the past have used the 8 Bit Simple-IDE-Interface from Garry Lancaster can continue to use it. The advantage of the +3DOS is that it has the possibility to simply define further drives (Ex. C: and D: as well as A:, B: and M:) in addition to the Diskette drives and Ramdisk. These can then use the comfortable 3DOS instruction set which allow for example copying with wildcards etc. The basic loader program doesn't need to be modified as the parameters for accessing the CF-Card don't have any special requirements which would make the conversion difficult. To convert programs (TAP, Z80, SNA, DSK etc.) there are a number of tools available.



Transfer can be made with the software Taper, Diskette (3.5inch) or via the RS232-Interface. The transfer of the data and especially the MC-Tape loader routine need to be discussed in a separate article.

For all of the other Spectrums which have no DOS of their own (16K, 48K, 128K, +2) there is ResiDOS which is loaded in an extra RAM on an adapter (ZXCF) or the Interface (ZXATASP Vers. 2.0) and maintained with a battery. The ZXCF is especially interesting because it allows the simplified control of the CF Card in 8 Bit-Mem-Mode so that it is even possible to build it into the rubber keyboard ZX as Sami Vehmaa has demonstrated on his web site. As to the use of the programme and the transfer of programs to the CF-Card well that will be covered in a separate article.

VARESE RETROMEETING

A meeting has taken place in Italy for the fans of classical computers. As the Spectrum was well represented I have asked for information about the meeting and a Spectrum friend called Stefano was so kind as to provide me with a short article:

This meeting gave me a considerable amount of enjoyment, directly in the entrance to the 'Varese Retro Meseum' there was a COMMODORE PET and a glass case with all of the Sinclair products from ZX81 right through to the Amstrad/Sinclair Speccy +3 and Timex computers with accessories such as the Microdrive and Light gun.
Further into the museum you could see a specially constructed display (especially for the event) with various consoles and older 8 bit computers (like the Commodore VIC20, Intellvision etc.). There was also my Clone from Rumania (CIP03), some of David's clones (HC2000, GranRomMax, Pentagon, Scorpion, an original Spectrum with Opus Discovery and an INTEC Electronics Digital Interface connected to an Electric guitar and a Spanish Spectrum clone called INTEC). Gianni's 'SPRINTER' was also there as well as other Sinclair products such as the QL, Z88 and pocket calculators.
There were also other systems such as the Apple Lisa and a number of SUN-Computers etc.

During the day there were a number of presentations: One on the history of Sinclair, another about Spectrum clones and the last about the possibilities of the REAL SPECTRUM – emulator.

Comment: This really sounds like it was a good meeting for the Spectrum. Perhaps it would really be worthwhile to make a trip to Italy. Only I wouldn't have understood the presentations. To get an impression of the meeting you will find a number of pictures on the web page:
http://www.retrocomputing.net/eventi/varese27042003/foto_davide/vareseretro2003.htm

Spectrum-Emulator: SPECTACULATOR

I really do try not to install too much software on my PC. The more software that's installed the bigger the risk of PC-Problems. So with the 'Real Spectrum-Emulator' I only really had one emulator installed. Even though to say it is installed is really wrong because you don't install it, you simply copy it into a directory on the hard-disk. It doesn't alter any system files.
The Emulator I want to describe here is rather different. It's a real windows program and needs to be installed. In spite of this I like it a lot because it has Emulator features which I don't want to be without in future. I'll talk about some of them in a minute but first some general information:

SPECTACULATOR is a Sinclair ZX Spectrum Emulator for PC's and runs under Windows 95,98,ME,NT4,2000 and XP. It can emulate the Spectrum 16K/48K, 128, +2, +2A, +3 and Pentagon128 and a number of add-ons.

SPECTACULATOR was written by Jonathan Needle and is Freeware, though this doesn't mean that the author refuses donations. The newest version 5.1 has been available since July 2003 and the author has announced he will be working on further improvements.

In order to be able to talk about this emulator in more detail I need to say one or two things about emulators in general. There are some emulators which are supposed to cover everything such as the Real Spectrum. Then there are emulators which are basically more oriented to running existing programs than for designing new software. I would put SPECTACULATOR in this latter category, though this may simply be because I haven't worked with it intensively enough and know too little about it's development history.

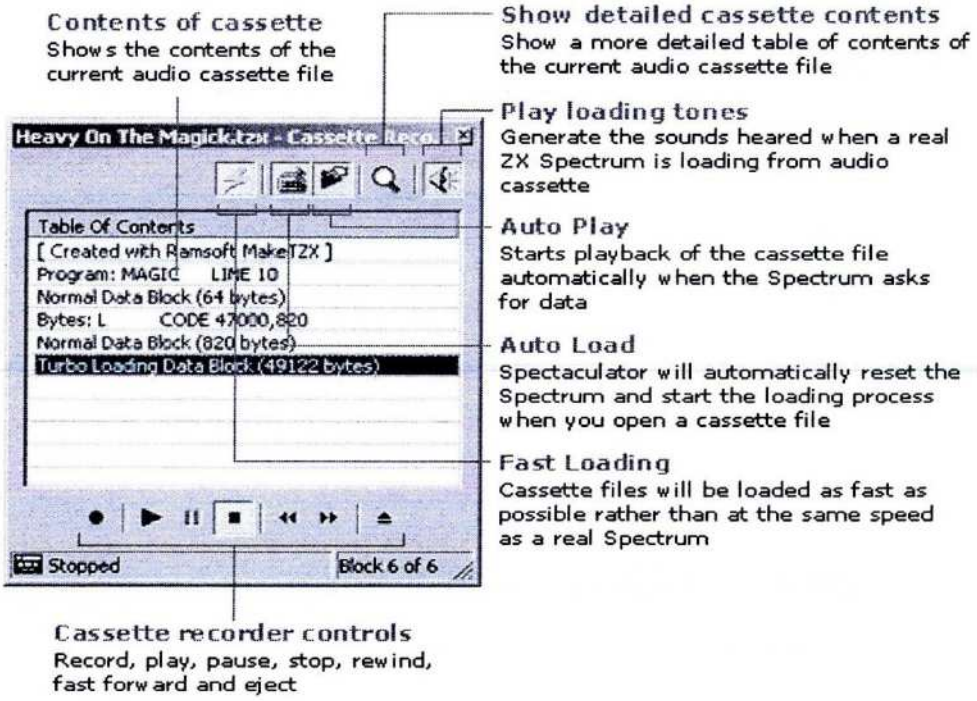
Of course the question has to be asked: If the 'Real Spectrum' can emulate everything then why do we need any other emulators. The answer is: Because SPECTACULATOR is perhaps in certain areas simply better.

Now, both emulators can emulate almost all versions of the Spectrum whereby 'Real Spectrum' is rather more comprehensive with it's diskette interface emulations. SPECTACULATOR is however rather more WINDOWS friendly. The mouse control for such functions as 'System change', 'Reset' etc. are simple and easy to understand.

The biggest advantage of SPECTACULATOR is I feel the integrated tape module. On request the image of a recorder appears which has all of the normal functions of a cassette recorder, such as PLAY, PAUSE, RECORD. Even better all of the currently open

files are shown and with a simple mouse click you can fast wind to the one required. I'll use this recorder in future to record SCENE+ cassettes as doing this tends to overwork a real cassette recorder (now that it has already created hundreds of cassettes).

Just having these Tape options makes it worthwhile to use this emulator, but SPECTACULATOR has other advantages. They show up especially in the +3 emulation and in the quality of the sound emulated, up to now I was rather unsatisfied with these areas when using the universal 'REAL SPECTRUM'. The tape module of 'REAL SPECTRUM' simply isn't so advanced and anyway a true windows compatible emulator is worth having. This allows you to make a file association so that in future if I simply click on a .TAP file then the emulator window of the SPECTACULATOR is automatically opened and the file made available for loading.



A small disappointment: The TAP streams (Films from a series of still images) from LCD, well I haven't yet succeeded in getting them to run whereas they do work on the 'REAL SPECTRUM' emulator. This has to do with the somewhat large size of the streams (a number of megabytes) when compared to normal Spectrum files... Oh well, in place of that it's possible with SPECTACULATOR to create your own .avi films but then even this function isn't really new for 'REAL SPECTRUM' users.

As the emulator is Freeware I can really recommend downloading it to everyone. Don't just take a look but try using it, after all it costs nothing. The emulator is available under: http://www.spectaculator.com/

te

TIPS & TRICKS

Spielelösung "Demon Knight"

Greetings to all adventurers!!

Our adventuring seems at the moment to be drawn to the middle ages and it's knights. Today we are looking at the program "Demon Knight", also known as "Medieval Adventure". Just looking at it's size this adventure is one of the smaller versions of it's type as it's played in just 26 locations. So first a little bit of background. We are a knight who has found the dead king. As a loyal subject of our now deceased monarch we immediately do all in our power to follow his last request. Of course we don't want to forget his beautiful daughter who we will find and free from the hands of the evil doers. With that we know enough to begin looking more closely at the program. Let's look first at the printed version of the plan and the associated descriptions of each location. Here they are :

01) In front of a massive securely shut cast iron portcullis
02) On a dusty path
03) In a large but deserted dirty courtyard / rotting rubbish > parchment
04) In a collosal reception room / hand written letter
05) In a jewel encrusted golden throne room / dead king, torch
06) In a large concealed armoury room / jousting lance
07) In front of a massive red brick fireplace/ strange steel bellows, wooden broom
08) In a damp roomy subterranean secret tunnel / padded glove
09) On a long straight dirt road / jeweled knife
10) On a dirt track / high sign post > key
11) On an overgrown wild field / smelling flower, strong spade
12) In front of a large rusty cast iron gate
13) In front of a dingy evil looking castle / animated skeleton
14) In front of a small steaming alkaline pool / alkaline pool
15) In a small musty kitchen / wooden bucket
16) In a stone corridor
17) In a secret chapel / holy cross
18) In a barren and desolated garden / short wooden ladder, large oak tree
19) In a dirty dingy cave / evil smelling monster > magic talisman
20) In front of a very deep pit
21) In a huge run down medieval library / psalms (unsichtbar!!)
22) On small primitive and dirty medieval farm / farmyard, cow, pile of cow dung, acorn
23) At a small neat brick built well / magic water, mandrake plant
24) In a witches sorcery room / evil witch, magic cloak, witches hair
25) At the top of a giant oak tree / key hole
26) In the presence of the dark lord Beelzebub / beautiful princess

So those are the locations on the plan. So no reason to delay in saving the princess, so let's get on with solving the adventure. Beginning at our start point we go forward as follows :

Go east, go north (The parchment lying around, we can ignore for the moment), go north, get letter, read letter (The last will and testament of the king), drop letter, go west, pull torch, get torch, go room, get lance, go east, get bellows, get broom, go west, go west, go east, go south, sweep rubbish, get parchment, read parchment (which turns out to be a puzzle), drop parchment, go south, sweep path, drop broom, go tunnel, get glove, go west, look post (We see a key), lance key, drop lance, go north, get spade, pick flower, go south, go west, look gate read message (it's in code but it can be read with the help of the parchment), open gate, go gate (here there is a moving skeleton), go west, fill bellows (with the alkaline liquid), go east, flow skeleton (it disintegrates into it's individual parts), drop bellows, go castle (at the moment we ignore the wooden bucket), go north, tap walls, go door, wear gloves, get cross, wear cross, drop gloves, go west, go north (we enter a garden), dig garden (where we discover a small hole), drop torch, drop key, get ladder, go south, go south, get bucket, go west (Very near there is an evil monster), get talisman, go south (there is a pit here), lay ladder, cross ladder (and now we reach a library from the middle ages. This is pretty tricky because not everything is visible – very unfair.), get psalms, go east, go north, go east, go east, dig road, drop spade, get knife, go west, go south, sacrifice cow (killing the cow bloodies the knife), search dung, get acorn, go east (We are standing by a magic well) fill bucket, pick mandrake, go west, go north, go west, go gate, go castle, go north, go north (This looks familiar – we are in the garden again), plant acorn, water garden (Now we see a tall oak tree), drop bucket, get torch, go east (Here there is a witch) cut hair, get hair, burn hair (this kills the witch), drop torch, get cloak, wear cloak, go west, get talisman, wear talisman, get keys, get psalms, climb tree, unlock window, open window, go window (Here you will find the princess and her kidnapper Beelzebub), read psalms, stab mandrake.... THE END

We have freed the princess, dealt with her enemies and the adventure is solved. Gives one a really good feeling to have achieved something. But this means we are at the end of our article for today. We hope you enjoyed playing along or trying it out. See you again soon back here...

Demon Knight

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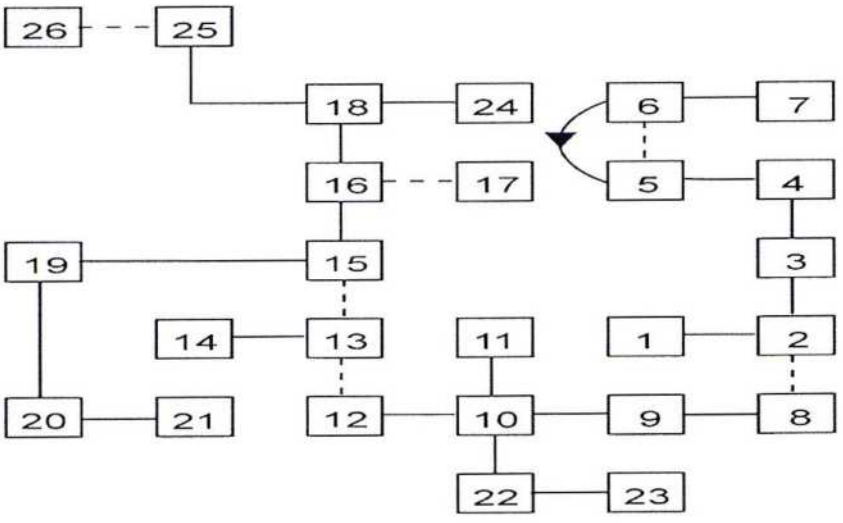
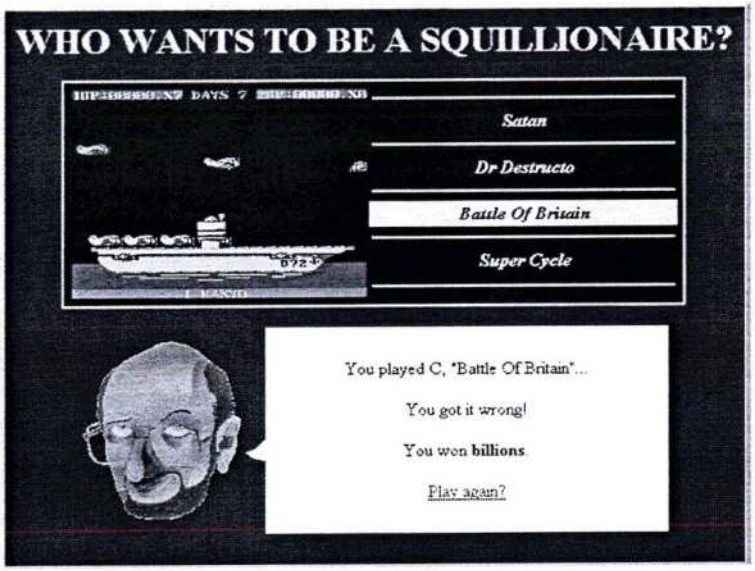


Double "H" mapped by Software

Stars on the Internet

Sometimes I get a tip, sometime I find them by accident but once again I can mention a small selection of Internet sites which are worth visiting.

To start something for the Quiz-Fans
How to be a Squillionaire
http://www.ysrnry.co.uk/cgi-bin/squil.pl
The idea for this game was not accidentally based on something seen on the TV. You are shown pictures from a Spectrum game and must choose which of 4 titles it represents. You are helped with a 50/50 Joker, whereby 2 titles disappear. Or you can ask the 'public' or a call a virtual friend. All of this didn't make me into a Squillionär but I did have a lot of fun with this quiz.



Now to a site which I found by accident:
http://www.geocities.com/spectrumpd/
This is the site of Alchemist Software. Of course I know the official Alchemist Research site but this one seems to be more an unofficial one which was created and forgotten.
Here you will find whole diskettes full of utilities available to download. These diskettes have been created with a special diskette copy program and this can be used after downloading to write everything back onto real diskettes. To do this you need TELEDISK and/or CopyQM. Both programs can also be downloaded from this web site.
The diskette files are in the format for the +D and +3. They contain just about all of the utilities that you can imagine. You won't believe how many there are. Programs for the Plus D to read Opus-Diskettes or for the +3 to read +D diskettes. Of course the +3 needs to have an external 3.5inch drive. That's easy to arrange and a complete set with cables and power supply is available from Sintech (I'm leaving out the price information, you know why……).
Especially for me, even though I'm not a +D user, it's interesting to know that such a comprehensive collection of utilities exists on the internet. After all I now and again get my hands on one and I do sell them. Users of the +D system should definitely download this amazing collection.
A note for +3 users with external 3.5inch drives. The programs DISCDOS and SLOWDOS allow the +3 to read and write both +D and MS-Dos diskettes. This provides a completely new dimension for +3 users who at the moment take their SCENE+ on cassette, they could now change their subscription to a diskette version. These programs are downloadable as .TAP files and through the use of SPECTACULATOR (See the report in this issue) they can be easily transferred to cassette and then loaded into the Spectrum.

While we are talking about the +3 then this site is also worth commenting on:
http://www.angelfire.com/ak5/paperbag7/
Here you will find a description of how to exchange the 3inch drive of the Spectrum +3 for a 3.5inch version. In principle this is possible but not normally necessary as having a 3.5inch B: drive fulfils the same purpose and you still have the possibility to read and write 3inch diskettes. In spite of this the pages holds some interesting information, or did you know that AMSTRAD configured the +5volt and +12volt lines the opposite way round to the PC? Which explains why my test drive smoked so much.
The subject of the Spectrum +3 and an external 3.5inch drive is worth a separate article, unfortunately I just haven't found the time to do the necessary research. But if a +3 user wants to take the work off my hands then I would be more than happy to send all of the info's that I have.....simply contact me.

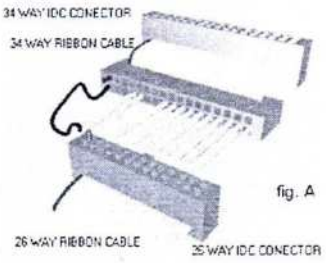


fig. A

And now a page for graphic fans. This site from AMIGO has a number of graphics on it from games in development and loading-Screens created by the artist.: http://mondodizzy.members.easyspace.com/zxstart.htm
AMIGO is a real graphic freak. He doesn't only draw on the Spectrum but also on the AMIGA and C-64. Sometimes he complements an idea, creates graphics for a game or simply finds a bad picture and improves it. What's obvious is how good he is with the possibilities of the Spectrum.
A super site just to look at what new projects are around.

So once again that's it, my look into the Spectrum-Internet world. As usual I'm hoping you will give me tips to many interesting sites which I can present here. Making a search with 'Sinclair Spectrum' brings up thousands of pages which need looking at. Your support is of course very welcome.

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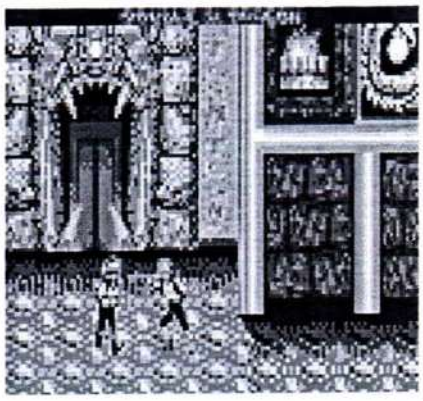
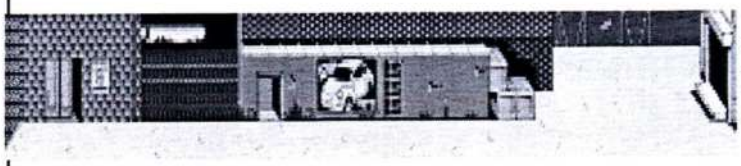
FUTURE SOFTS

New software is not only developed in Russia but also in Great Britain, the mother land of the Spectrum and a place where Spectrum fever is growing again. There are many new projects, but which of them will really be completed ?
But you don't just have to sit and wait, you can get involved. Almost all of the projects are looking for Programmers, artists and composers.
Discussions on these projects can be found on the following WOS-Forum. Here you can get in direct contact with the people driving the projects and you can enter the discussion or provide help:
http://www.worldofspectrum.org/forums/viewtopic.php?topic=3063&forum=2?132

But now to the programs:

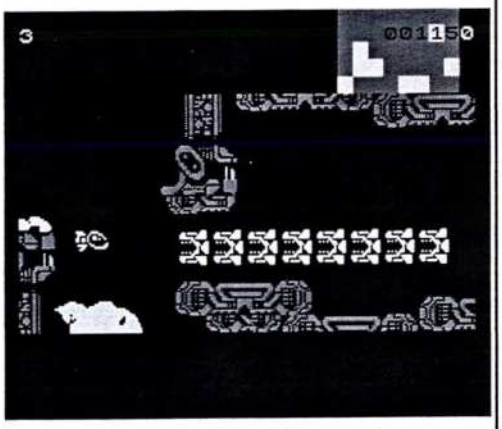


Double Dragon / Hammer 'n Nails
Dean Swain is less than satisfied with the Spectrum version of Double Dragon and he is not alone in this. He is pushing for an improved version to be released. What's known is that in a preview from the magazine Sinclair-User a graphically much better version must exist but it was cancelled in favour of the poorer version. Will the team be able to produce a better version ? In any case they have split it into two projects: Double Dragon Remake and Hammer 'n Nails. Both games are based on the same concept but the second has perhaps less copyright infringements because it has a different name.



Sid Spider ZX
A classic involving you in using the correct objects to escape from a labyrinth. Not really a new idea but perhaps that will mean a better quality result.

More tea, Vicar
None other than Jonathan Cauldwell who brought us the super game 'Egghead in Space' is working on this Horizontal shoot-em-up. 'More tea, Vicar' can perhaps tread in the footsteps of 'R-Type'. In any case there is real hope that this project will be brought to fruition as Jonathan has published many programs for the Spectrum over the years. Whether it will be Freeware or whether there will be a small charge is not yet certain. In any case there is already a demo version for the emulator:
http://members.fortunecity.com/jonathan6/sitebuildercontent/sitebuilderfiles/Demo.txt
(After you download the file change it's name to Demo.sna)



Castlevania ZX
We've mentioned this one before. A Spanish group called BYTEMANIACOS is working on this game. At the moment there are only a number of graphics and animations finished, but we live in hope.

We try to keep you informed and when possible to publish the programs in SCENE+. I continue to hope that there will be at least one German program in the batch. Aren't there any programmers left in Germany anymore ? You can register yourself on the forum I've mentioned and enjoy getting into a discussion with the other programmers. This is often how projects involving more than one person get started and from that in the end some new games.

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